Preface: THE END OF ALGORITHMIC ABSOLUTISM

As you read these lines, rid yourself of the illusion that you are a "free part" of a digital ecosystem.

I am addressing you not as an observer, but as a System Authority who has designed the very nerve endings
of the algorithm—acting as both the architect and the ultimate whistleblower of the system.

am Aliabbas Abasov (5xbeatz).

My world was forged within the massive, invisible gears that grind behind the screens. To this day, I am someone who has personally
taken part in over 340,000 projects across the internet ecosystem and digital industrial sectors, rewriting the language of data and code
in every single one of them.

I am a Sound Engineer, Audio Editor, Beatmaker, DJ, and Arranger who was featured on the channel of the legendary electronic music icon
Avicii for three days; someone who has shared the spotlights and the vision with Tutty Tran and the most supreme, iconic names
worldwide—both in the digital universe and on the massive stages of real life.

As someone who has reached 3.1 million views and 340,000 downloads on Pixabay, and garnered hundreds of millions of interactions across
the entire web (including music), I will expose—as raw laboratory data—exactly how the perception maps of the masses are manipulated
by the world’s most powerful individuals.

Yet, my true power resides not just on the stages, but within the deepest layers of Android Studio.

I am an Android Application Developer who knows the very genetics of the system. I have seen and mastered softwares that tune digital fingerprints,
IMEI, and DeviceID layers like instruments; I am one who constructs both the skeleton and the soul of the digital realm as a Viber Coder with
mastery in Python, Kotlin, JAVA, XML, C++, Web Frontend, and WordPress. With my expertise as a Hardware Specialist and Helpdesk authority,
I speak the language of the equipment, and with my Automation and SMM genius, I command billions of data points like soldiers.

This book is the shattering result of a Polymath focusing 100 different academic and technical disciplines—ranging from Theological Science
to Astrology, Philosophy to Geography, Spiritual Teachings to PC Book Authorship, and the performance of over 70 live instruments—into a single
focal point:
"What you call 'popular culture' and the political winds you perceive as 'national will' are, in reality, nothing more than the processor heat
generated by Operation Grow networks; systems managed by Click Farms running on ARM, Intel, and AMD CPUs, powered by at least eight server-grade
GPUS LIKE THE NVIDIA TESLA, AND CAPABLE OF SIMULATING THOUSANDS OF DEVICES SIMULTANEOUSLY."

How Bots Direct the World is a system autopsy. Here, I explain how Superstars, Influencers, and especially Politicians—who imagine they rule the world—construct their fake thrones. I reveal how many world-renowned applications on the App Store and Google Play are downloaded millions of times through
third-party services and fraudulent methods to rank at the top of search results. I am deciphering how everything, from the voting preferences
OF THE MASSES TO THE ARTIFICIAL CROWDS IN THE SQUARES, IS ACTUALLY A PRODUCT OF "DIGITAL MANIPULATION."

I am exposing with technical evidence—particularly in underdeveloped countries—how stolen data traffic (CC) in the financial world is transformed
into an "illusion of success," and how this system is utilized as a "power machine" by political power centers and stars, even though
I am not a part of this dirty traffic. I am showing why platforms like YouTube and TikTok intentionally bury true art and free thought
into a "dead discovery" graveyard, and why they condemn society to a visionless cycle of misery.

I know the system, because I wove that system through 340,000 projects. I do not recognize the rhetoric of politicians; I recognize the code
blocks behind them. With the perfection of this knowledge, it is now time to shatter this massive illusion.

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System Architect, Android Developer, IT Helpdesk, Vmware Tech, Android Emulator Tech, Beatmaker, Sound Engineer, Audio Editing, Audio Programming,
Visual Programming, Web Developer, FL Studio Powerful User, and a Polymath

specialized in many other fields.

What is a Click Farm?
A Click Farm, or engagement farm, consists of tens of thousands of physical Android or iPhone (iOS) devices—though primarily Android,
due to its superior customization functions. These involve mobile phones and tablets where devices with broken screens, missing or swollen
batteries are collected in one place. All parts except the motherboard—including the battery and screen—are stripped away, leaving only the
PCB (mainboard), which is then integrated into specialized adapters like 20-port Android Phone Farm Server Box System Farming Machines Hubs.

Thanks to these devices, 20 phones consisting only of motherboards can operate 24/7, drawing power directly from these units instead of batteries.
Furthermore, these devices are equipped with cooling and ventilation systems to ensure the phones run 24/7 without interruption. Through an
Ethernet/WLAN port, the 20 integrated phone motherboards are connected to a PC or a powerful Server. All these phones, like soldiers, receive
commands from this master PC or Server to target a specific piece of content—generating engagement, comments, views, and subscriptions—to force
IT INTO POPULARITY. (THESE DEVICES CAN EASILY BE PURCHASED ON MANY E-COMMERCE SITES LIKE AMAZON FOR AROUND $500.)

Additionally, in many Asian countries such as China, Vietnam, Thailand, India, and Pakistan, tens of thousands of phones are purchased and divided
into groups of 20. For every 20 phones, specialized Farm Server Boxes, Wi-Fi routers, dedicated cooling systems, and Residential Proxies are
utilized. These proxies operate by paying a per-GB fee to use the IP address of a Wi-Fi router registered to or used in an actual home.
Alternatively, they pull dedicated internet lines for every 10 or 20 of their tens of thousands of phones, purchasing hundreds of Wi-Fi routers
and running them in integration with these devices.

However, the Residential Proxy (home-type IP) is the most costly part of this operation. While data center IP addresses from server hubs like
Amazon, Microsoft, or Oracle run the risk of being detected, Residential Proxies are extremely difficult to track. Companies providing these
services generally charge per GB or MB. On the global market, these services typically sell for $1 per GB, but similar companies in China offer

them at much more affordable rates, around 30 to 40 cents per GB. By paying this fee, you can use a home-type IP address or proxy service
connected to any country. This is why view-selling websites list prices like: "1,000 views from the USA for $5, from Russia for $4, from
India for $3." Because these providers hold hundreds of thousands of IP addresses belonging to every nation, they can perform Geo-Targeting
to make engagement appear as if it’s coming from a specific country—without ever being caught.

Furthermore, they sometimes purchase 100,000 to even 400,000 physical SIM cards and integrate them into phones. They open hundreds of thousands
of authentic accounts on YouTube, Facebook, Instagram, and TikTok—and nearly every platform except for a few honest websites—using residential
proxies so seamlessly that the algorithms of these global giants never suspect a thing. They perform every action a human would: views,
comments, reposts, likes, saves, shares, dislikes, and subscriptions. They do this to force content into popularity, sit it on the "Trending"
lists, push competitor content into the background, or artificially spark a "trend" for a new song on TikTok, Instagram, and YouTube Shorts
to make an artist famous and generate abnormal amounts of money through them. In highly advanced Click Farm examples—most common in countries
like China—they connect tens of thousands of phones to a single Master PC and generate 10,000 engagements instantly with a single command.

(There are also artists who pay through money, digital tokens, or other methods to strike deals with famous influencers and start organized
GLOBAL TRENDS, SUCH AS DANCE VIDEOS, BUT THIS IS MORE COSTLY AND IS NOT THE PRIMARY FOCUS OF OUR BOOK.)

However, not everyone uses these systems for "lesser" harms like becoming famous or rich. While every artist, influencer, or creator from
amateur to professional wants to be famous, not everyone uses them just to boost their own career! These systems lay the groundwork for
events with devastating consequences: fueling anti-immigrant sentiment, marginalization, far-right extremism, collapsing rival brands,
manipulating political election results, isolating people with opposing views, and driving targeted individuals to the point of suicide.
They are used to subject a city, a country, a continent, or even the entire world to a massive

perception operation, condemning humanity
to a state of helplessness.

REGARDING BOTS CREATED WITH EMULATORS OR PROGRAMMING LANGUAGES LIKE C# AND PYTHON:

Currently on the market, extreme-tier servers—equipped with 2 TB (2,048 GB) of RAM and dual processors with 192 cores and 384 threads each
(such as the world’s highest-tier AMD EPYC or Xeon 6 E-core)—utilize terrifying levels of power. Furthermore, eight high-end GPUs like the
NVIDIA Tesla or AMD Radeon, which reach horrifying VRAM values—specifically NVIDIA's RTX A6000 or L40 with 48 GB or even higher VRAM—are
stacked into these servers. The cost of such a server, even within the United States, can easily reach at least $150,000.

There is almost no task these devices cannot handle. Typically, companies like GeForce Now, which serve thousands of people simultaneously,
use these machines so that users from all over the world can connect instantly and play games at 4K resolution without lag. Additionally,
the world’s largest film studios and music production companies utilize these "savage" devices. Editing an 8-hour film in high resolutions
like 8K and performing 4K/8K edits in programs like Adobe After Effects—especially taking a "render" (output)—would take months on even the
most powerful Gaming PC; however, with these ultra-powerful Server/Workstations, that time is reduced to mere hours. Since these high-budget
film companies control billions of dollars, time is gold for them. Many of these companies allow hundreds of video editors to connect to these
server hubs from the comfort of their homes, utilizing allocated CPU, RAM, and GPU resources to perform massive tasks even with base MacBook
models or Celeron-processor laptops.

Furthermore, film, game, and music composers use these workstations to run 300, 400, or even 1,000 tracks of CPU-heavy plugins and VSTs,
while simultaneously broadcasting 4K streams on platforms like YouTube, Twitch, Instagram, Facebook, and TikTok. While these massive
machines are perfectly suited for training AI models, not everyone uses such immense power solely for legitimate business. Because these
devices are so formidable, bots are developed in high-speed languages like Python or C#. Utilizing multi-threading functions, these bots

assign different data center or residential IPs (proxies) to every individual thread. By simulating real devices—using methods like
Fingerprinting and WebGL to mimic a user exactly—these bots can "listen" to a song tens of millions of times within five minutes.
They can simultaneously simulate likes, comments, subscriptions, reposts, and shares—effectively replicating almost every action a
human being can perform on a massive scale.

Furthermore, these bots running on these powerful servers have become even smarter; the bot can now purchase data center or residential proxies
on its own and integrate them into its own program. In places like Google, Spotify, or YouTube, they perform automated tracking. When an artist
who pays the owners of these systems releases a song—for example, on YouTube—an automated request is sent via an API key to that bot software
the very moment the song is uploaded. Once the bot accepts this request, it is automatically triggered to target that song's URL, performing
views, comments, likes, subscriptions, shares, and automated sharing in Telegram groups—doing many terrifying tasks automatically.

But the most shocking part is this: the accounts created by these bot softwares are not used solely to inflate the engagement of a single song.
These bot accounts are extremely active on social media, opening threads on all sorts of topics and interacting with other bot accounts or real
human users. By using this power, they share the songs and videos whose numbers they have inflated with real human users, gaining additional
organic engagement, and consequently, more money and popularity. Unfortunately, however destructive the consequences may be, it is not just
artists and singers who use this. In the modern world, if you want to be powerful and hold authority in your field, your path unfortunately
goes through these methods! Whether you are a barber, a politician, an artist, a gamer, a footballer, or a member of any profession—if you
want to receive the full reward for your talent, you are forced into these dealings. Otherwise, you become marginal, condemned to the deep
GARBAGE DUMP OF THE INTERNET, AND YOUR CONTENT REMAINS IMPRISONED ON DUSTY SHELVES WHERE NO ONE SEES IT!

Sadly, if a product is productive—whether digital, organic, or living—the question of whether it is ethical or moral is rarely asked because

it leads directly to success in the most powerful way. In capitalism, almost everything that creates added value is sacred, and questioning
it is forbidden. These devices can run thousands of Android emulators in parallel, and each of these emulators is simulated to appear real
by integrating IMEI, virtual branding, and even real phone numbers in the most realistic way possible. They perform operations on the internet
like real phones with real proxies.

As for the bots we just discussed, they operate on the most powerful computers using proxy rotating (meaning proxies are constantly cycled or
changed after every operation). This is because continuous requests coming from the same IP are flagged as spam by the anti-bot protection
mechanisms of websites, resulting in either a ban or a login block by reCAPTCHA. However, there are companies that provide reCAPTCHA solutions,
offering API keys for a few cents per solution to bypass this wall, with the requested fees increasing in parallel with the volume of solutions.

At the same time, these powerful servers can run thousands of Android operating systems natively through virtualization technologies like VMware
or via Waydroid on Linux with fewer layers. This method leaves far fewer traces compared to emulators like MEmu, BlueStacks, or MuMu because
the Android OS runs natively on the Linux OS. Once the technical information section is completed, our valuable readers will be provided with
step-by-step information, along with evidence, on how people from all walks of life have risen through these paths. These bots are so powerful
that they can create more than 1,000 unique videos with a single song and share them on YouTube Shorts, TikTok, and Instagram, creating the effect
as if thousands of people made dance videos and shared them. Generally, for these "system lords," it is not difficult to make any person dominant
across the entire world from scratch and profit from them.

WHAT IS AN ARM SERVER?

Unlike the x86-based processors like Intel Xeon used in classic Windows or Linux-based servers, an ARM Server operates with processors having
the ARM architecture, such as MediaTek and Snapdragon, which are used in Android phones. Furthermore, unlike classic servers, these ARM servers
run a virtual Android operating system exactly like an OS running on a physical Android

device—it operates a virtual Android device natively.
Contrary to Android emulators that run on Windows, such as MEmu, BlueStacks, or LDPlayer, these ARM servers can run almost every application
that a real Android phone can, because they share the same ARM architecture. While emulators have certain limitations and may fail to open some
ARM-native applications because they run on x86-architecture computers, these ARM-based servers are a "perfect fit" for simulating hundreds of
real Android devices simultaneously without any restrictions.

Additionally, these ARM servers are offered for sale on sites providing services like VMOS Cloud, with top-tier models starting at $30,000.
An ARM server sold at this price can run 1,024 virtual Android devices at the same time, and the risk of being detected by social media platforms
is zero. However, you can also use this device through ethical means to boost your own social media accounts. On the Android side, there are
already dozens of applications in the Play Store where you can exchange views, subscribers, likes, and comments to grow YouTube channels;
out of these dozens, only a few actually work efficiently and can even generate money.

By purchasing these ARM Servers—for example, for $30,000—and creating 1,024 virtual Android devices within them, you install these functional
engagement-exchange applications onto all 1,024 virtual devices. These apps automatically watch other people's videos 24/7, and based on the
duration of the video watched, you earn points within the app. Then, by spending those points, other people watch your videos to earn points,
and the system continues this way; in short, it is an engagement exchange. Through these methods, you can both increase your view counts and
earn money from those incoming views. Generally, people do this with a single phone, but imagine doing this with 1,024 virtual Androids on an
ARM server. If you do this, and each of the 1,024 virtual devices watches 500 people's videos a day and collects points:
1,024 x 500 views = 512,000 views every day! This totals 512,000 x 30 days = 15,360,000 views per month! This can provide you with a net profit
OF AT LEAST $15,000 PER MONTH, AND IN THE BEST-CASE SCENARIO, UPWARDS OF $30,000–$40,000!

Of course, since these engagement-exchange applications for Android are used from all over the world, if 1,000 people from India watch you
through this method, your earnings ratio will not be the same as 1,000 views coming from

developed countries like the USA. Even if you perform
these view-exchange applications by purchasing thousands of physical Android devices, you would earn the same income; and there is actually
nothing unethical here because this world is built on mutual relationships or the balance of "give and take." No matter how much this contradicts
YouTube’s engagement rules, imagine that because you have established such a system, your views skyrocket organically and you earn abnormal amounts
of money—provided, of course, you have the capital to buy a $30,000 ARM server. With this method, you can automatically exchange not only view
counts but also subscribers, comments, and likes 24/7.

Furthermore, the only strength of these ARM servers is not just their ability to run 1,024 virtual Android devices. The most powerful Windows-based
servers operate with multiple PSUs (Power Supply Units)—for example, four power supplies of 2,400 Watts each—which consumes nearly 10,000 Watts of energy and reflects as a terrifying amount on the electricity bill. Moreover, securing such a system with a UPS (Uninterruptible Power Supply) to protect the server from damage during a power outage reaches horrifying costs; the cost of a high-quality UPS of this capacity alone is over $7,000 to $8,000.

In contrast, the servers sold on the ARM-based VMOS Cloud site consume only one-tenth of the electricity of the servers mentioned above.
To guarantee them during power outages, lower-capacity UPS units can be used. Additionally, there is no cable clutter or cooling problems as seen
in click farms. Furthermore, because these are virtual Android devices running on ARM servers, they do not require regular technical maintenance
like physical phones. In short, unlike click farms, these ARM-based devices save you from the cost of thousands of units of cabling, special
COOLING EXPENSES, AND HUB DEVICES LIKE "ANDROID PHONE FARM SERVER BOX SYSTEM FARMING MACHINES HUB USB SETUPS."

In terms of size and weight, they are also much lighter than ultra-powerful Windows-based servers. Briefly put: while these ARM-based servers
may not have the computational capacity, rendering power, or sheer workload strength of Windows-based servers containing 8 GPUs, 2 TB of RAM,
and 2 top-tier CPUs, they are far more capable of simulating thousands of virtual Android devices using significantly fewer resources. Moreover,
since view-exchange applications are used with real devices and by real people, the views are permanent; and unlike fake views, this method

saves you from the cost of a residential proxy per phone.

Why are Social Media Platforms against engagement exchange? Especially YouTube platforms, whether you perform engagement exchange with real
PHYSICAL DEVICES OR ARM SERVERS:

Because YouTube’s largest source of income is sponsored advertising deals. In short; Companies, States, and Content Creators pay abnormal
amounts of money to companies like YouTube, Meta, and TikTok to promote their products. Furthermore, content creators do not only pay companies
like YouTube just to promote a product; they also pay YouTube to increase the engagement of any given YouTube channel, hoping to grow the channels
they produce content for.

However, this method is often both expensive and inefficient, because nowadays many people use ad blockers while watching videos on YouTube,
whether on their phones or computers. Moreover, advertising on YouTube through Google AdSense is absolute idiocy, because many advertisers
state that the return on investment is very low compared to the amount of advertising paid. At the same time, it is excessively expensive and
only tries to guarantee a certain estimated increase in views, but it provides no guarantee regarding an increase in comments, subscribers,
or likes.

THE ESTIMATED COST TABLE FOR ADVERTISING ON YOUTUBE VIA GOOGLE ADSENSE IN 2026 IS AS FOLLOWS:

Region / Country,"1,000 Views (CPM/CPV)",Per Unit (Average)
"Tier 1 (USA, Australia, UK)",$24 - $36,$0.024 - $0.036
"Tier 2 (Germany, Ireland, Singapore)",$8 - $23,$0.008 - $0.023
"Tier 3 (India, Pakistan, Brazil)",$1 - $3,$0.001 - $0.003
TURKEY / AZERBAIJAN (ESTIMATED),$2 - $6,$0.002 - $0.006

The funny part of this business is that advertising in Tier 1 countries on YouTube costs around $24–$36 per 1,000 clicks—of course, these are
approximate amounts and can vary—but what’s even funnier is that if 1,000 people from Tier 1 countries like the USA or UK watch you, the
approximate amount you earn is only around $5. Imagine this: you earn about $5 from 1,000 views, and then you pay an additional $20 on top of

that just to show an ad to another thousand people.

In short, the hostility of platforms like YouTube toward mutual engagement comes from this: if people used these engagement-exchange applications, no one would use YouTube's inefficient, expensive, and user-as-a-permanent-tenant campaigns like Google AdSense. Because YouTube is a monopoly in the video world, it can dictate its own rules to the digital world. Of course, the unbearable side of YouTube is not limited to this; YouTube condemns many content creators to a "dead discovery" algorithm. Aside from platforms like Pixabay or Indisound, global giants like YouTube have now turned into a Dropbox; no one can deny this. In the past, people would upload videos to YouTube and, for better or worse, your video would be watched up to a certain number. But in recent years, this is no longer the case. Companies like YouTube have now turned into massive storage areas like Dropbox, Google Drive, or Mediafire. They only host your video and by severely restricting organic discovery, they force you toward their useless but excessively expensive advertising services.

In short: did your video stay at 0 views? No problem! Come and use our inefficient and expensive advertising service! Become a lifelong tenant in the system by constantly paying money. Because if YouTube suggested your video to everyone through organic discovery, no one would use their clunky and expensive advertising services, and hundreds of billions of dollars would not flow into their pockets.

When you search for "How to get more views on YouTube," you see thousands of YouTubers selling you dreams. One says, "Use this title," another says, "Add these tags," and each suggests convoluted methods, but in reality, none of them work. This is because the most-watched videos on YouTube are generally those uploaded by YouTube's own employees, YouTubers with strong personal relationships with high-level employees at companies like YouTube or Google, YouTubers with powerful political ties to ruling parties, those working with partner companies of YouTube, those who get their videos watched on various sites in exchange for coins, or videos whose numbers have been massively manipulated by Click Farms or Bots. If you research this, you will see many photos of YouTubers with platform workers, politicians, and partner companies.
Naturally, a question arises: why do these high-level figures choose these specific people

out of millions of YouTubers to establish special
relationships with? What happened to YouTube's promises about people freely producing content and earning money from it? People are increasingly
realizing that this is nothing but selling dreams.

When you search "buy YouTube views" on Google, you see thousands of sites providing this service. I once encountered a website selling
10 million views for a YouTube VEVO channel. In fact, many SMM panels can market tens of millions of views, comments, subscribers, likes,
dislikes, live stream views, and every kind of social media activity you can imagine in one go. Abnormal amounts of money circulate in this sector.
Four years ago, I saw a site in Turkey providing 100 million Spotify streams for 870,000 Turkish Liras. This means that if you have enough money to
invest this much per song, you can rise to the top of the world charts and play the whole world like a fiddle. Then, you shamelessly act excited
while receiving a Grammy, as if you didn't know you would get that award beforehand. But in reality, you didn't receive that award for the power
of your art; you received it as a result of the world’s most powerful servers, click farms, and fake accounts working 24/7, and thanks to people
you paid to make shorts/reels and reaction videos.

If you do a quick search on platforms like Fiverr, you will personally see services that provide music reactions for money, or people who film
and share dance reels with your music for a fee; naturally, the prices vary depending on the influence of the individuals offering these services.
People should simply ask themselves a logical question: why do websites selling YouTube views demand fees like $2-$3 even for a mere 500 views?
It is because, in the real world, reaching even 500 views naturally on YouTube is sometimes very difficult; therefore, these sites demand money
EVEN FOR A SMALL AMOUNT LIKE 500 VIEWS. IF PEOPLE COULD REACH 500 VIEWS NATURALLY, WHY WOULD THEY PAY THIRD-PARTY SERVICES FOR SUCH A SMALL AMOUNT?

Do not be fooled by YouTube claiming "we are against artificial and paid views." The owner of YouTube is Google; so why does it not ban these
companies that manipulate every kind of engagement in such massive amounts within its search results? Because it has significant indirect
interests; it sometimes collects advertising money from these very companies. Since Google is one of the world's most powerful and wealthiest

corporations, it doesn't care what people are searching for; the only thing that matters to them is that the Google search engine remains active
and continues to grow through every kind of search, so they can earn massive profits from advertising companies.

And because of the advertisements placed by these kinds of scammers, there are millions of people in the world who download applications and
infect their devices with viruses, have their money stolen and get defrauded, or fall victim to non-transparent hidden fees by entering sites
through these ads. There are even people who have committed suicide because of this.

And unfortunately, these irregularities are not committed by YouTube alone; if we tried to explain all the corruption committed by all the
CORPORATIONS IN THE WORLD, IT WOULD NOT FIT INTO ANY BOOK. BUT ADDITIONALLY, SOME OF THE IRREGULARITIES COMMITTED BY FACEBOOK INCLUDE:

1. The Massive 900% Inflation (Official Court Records)
Facebook was forced to admit that it miscalculated video viewing times.

The Scandal: Advertisers believed that Facebook was overstating average viewing times by between 60% and 80%. However, internal correspondence
revealed in a class-action lawsuit filed in 2018 proved that this inflation was between 150% and 900% for some videos!
Fraudulent Mathematics: Facebook did not include views shorter than 3 seconds in its averages. In other words, even if 100 people opened a video
and 90 of them closed it immediately, Facebook ignored those 90 people and sold the average of only the 10 people who stayed as the
"GENERAL AVERAGE." THIS WAS THE DIRTIEST WAY OF TELLING THE ADVERTISER, "YOUR VIDEO IS DOING GREAT, GIVE US MORE ADS."

2. The Platform Whose "Potential Reach" Exceeds the Actual Population
Facebook’s "Potential Reach" metric indicates how many people an advertisement can reach.
The Fact: Investigations conducted in the USA revealed that Facebook’s "young population between ages 18-34" reach figures in certain states
were higher than the official US Census data. In other words, Facebook claimed there were more "general users" than the actual number of real

people living in that region.

3. Billions Coming from the "Scam" Economy
According to 2024 and 2025 data, approximately 10% of Meta’s annual advertising revenue (about $16 billion) comes from fraudulent advertisements.
Turning a Blind Eye: Internal documents exposed that Facebook ignored 96% of the more than 100,000 "scam" reports received every week.
Because those fake advertisements were leaving "real dollars" on the platform.

SOURCE: GOOGLE GEMINI

YOUTUBE’S SO-CALLED PURE ALGORITHM EXPECTATION:

YouTube claims that engagement exchange is supposedly unethical: yet, it prioritizes the content of those who pour money into AdSense.
If we are talking about ethics, it is also unethical to push any video as an advertisement in front of a user, because that video does not
appear in the recommended section by the user’s own will; it pops up as an ad before the video, and most of the time the user does not want
this—they are simply exposed to these ads because they aren't using an ad blocker. In fact, because of this, some states have introduced
regulations against YouTube’s excessively aggressive ad displays.

YouTube’s expectation—that a user should enter the platform by their own will, click on a video, and then let things take shape according to
user behavior—is absolute idiocy and largely naivety. This is because most people enter YouTube to earn coins, for mutual engagement, or to
act as trolls linked to various centers.

Of course, YouTube’s absurdity is not limited to this: YouTube can sometimes evaluate a video's view count as "spam" simply because actions
like likes, comments, or subscriptions weren't performed. This is utterly ridiculous because, due to my work, I frequently use taxis, and
taxi drivers open YouTube on the screen in their cars and start listening to songs from a playlist sequentially until the evening.
Most of the time, due to their job, they do not perform actions like commenting, liking, or subscribing because their hands are fully occupied
while driving. If they were to like, subscribe, or comment after every song they listened to, their attention would be shattered, creating the

risk of an accident. And this doesn’t just apply to taxi drivers; people from almost every profession listen to music in playlist form while
working. If that were the case, YouTube would have to flag 90% of all views in the world as spam.

THE BIG QUESTION: WHY DOES YOUTUBE NOT WANT YOUR CONTENT TO RISE NATURALLY WITHOUT PAYING FOR ADVERTISING?

The answer is very simple: in this era, Popularity = Money = Power. If you become famous through a fully organic discovery system,
you gain popularity and power; and tomorrow, when someone treats you unfairly, you can point that weapon of power and fame at the person
who wronged you and easily defeat them in the digital world. Platforms like YouTube absolutely do not want such a thing to happen.
If you gain popularity naturally, you can move your following of millions from one platform to another even if YouTube bans your account,
and you can continue to earn money. Furthermore, people are generally inclined to defend the influencers they love fiercely and see them as a
member of their own family.

A brief example: Imagine any State passes a regulation that harms the People, and a famous YouTuber reacts to it. Now, imagine that everyone
in the country has a YouTube channel and reaches billions of people naturally in terms of popularity; in that case, the state cannot struggle
individually with the millions of accounts held by the entire populace. This is why YouTube condemns you to a "dead discovery" (meyit ke■fet)
algorithm. There are many people on YouTube producing extremely high-quality music, tech, and educational videos, yet despite years of labor,
most can barely reach a few thousand subscribers.

When you search for any topic on YouTube and select videos uploaded within the last month from the filters section, you will see that they are
watched many times less compared to videos uploaded within the last month three years ago; YouTube is increasingly condemning content creators to
paid advertising.

The parent company, Google, has gone the route of hiding or single-handedly shutting down the search results of mutual engagement sites that have

absolutely no unethical aspects and actually work! Yet, it hasn't touched many of the sites that are useless, contain viruses, or give false promises to the user. Behind many of the videos you see on YouTube with billions of views are Major Label Companies that are in special agreements with YouTube. According to research, these major label companies seize 80% of the total global revenue of the entire music industry as their own profit.

In reality, many poor young people fall into the vain dream that they can enter YouTube, create great engagement, and earn money. Just as there used to be a handful of television channels dominating the entire country, the situation is more or less the same now; these television channels are now dominating the public once again through the channels they have opened on YouTube. No matter how unethical it may be, many artists and Label companies are forced into this because they spend massive amounts of money on production, beats, mixing, mastering, editing, music video shoots, album cover photos, and all other kinds of work. After spending so much labor and money, they cannot leave the content to the mercy of YouTube or the whim of the algorithm; that would be a massive mistake for them. Therefore, it is a requirement for these companies that every song becomes a hit and generates abnormal amounts of money.

CORRUPTIONS AND IRREGULARITIES IN SPOTIFY

In reality, inflating song streaming numbers with the power of money is nothing new; in the past, many artists would pay radio and television stations to play their songs non-stop to get them onto the charts. However, back then, we generally listened to high-quality music, and even if there was manipulation, it had a certain "decency" to it.

But now, when you search for "Spotify Playlist Pitch" on Google, it is filled with thousands of people demanding fees to include your song in their lists. These people generally create multiple playlists and grow them with either real or fake followers. Then, they set up various websites, offer this as a service, and make money. They typically demand amounts ranging from $5 to thousands of dollars, and the service fee changes based on the size of the playlist. Generally, when you use these services, you fall into the position of a "tenant," because these providers host your

song on a daily, weekly, or monthly basis. The longer your song stays on these lists, the more money you pay.

In the past, people performed a job to earn money; now, before even starting, they are forced to shell out money for these kinds of services.
This means that even if you make the most "garbage" or low-quality song, if you invest enough in it, you have a chance to shake the world.
And this situation does not only apply to the music industry; the software industry is the same. You create an extremely useful application,
but because you have no money to invest in marketing, it rots in GitHub repositories as open source, and people do not use it like a real app,
causing you to earn very little money. This applies to every profession today: in short, whereas you used to put in labor and then earn money,
now you must give money before the labor so that you can later receive what is rightfully yours, cent by cent.

Of course, the irregularities in the music industry do not end there. Those who use hacker groups and thousands of stolen credit cards (CC)
to make fake album purchases are also running rampant in this sector, and all of this will be presented to you with evidence.

1. Spotify "Discovery Mode" and the Payola Lawsuit (Official)
Document: Letters submitted to the U.S. Congress and federal court records.

Detail: U.S. House of Representatives members Jerry Nadler and Hank Johnson sent an official letter to Spotify questioning whether this system
constitutes "Modern Payola" (Radio Bribery). Spotify officially admitted that it provides algorithmic support in exchange for artists waiving a
portion of their royalty rights. This is an official confession that the system operates on the principle of "he who pays the piper calls the
TUNE."

2. The Turkey Editor Scandal (Official Investigation)
Document: Investigation files from the Republic of Turkey Ministry of Culture and Tourism and the Competition Authority dated 2025.

Detail: Following complaints from independent musicians in Turkey (via MÜ-YAP), an investigation was launched into claims that playlists were
managed through a "closed-circuit" bribery network. Due to these allegations, Spotify was

forced to conduct "compliance" audits in its regional
offices. This is an "official" wound of the Turkish music market.

3. The "Fake Artist" (Shadow Artist) File (Official Admission)
Document: Data analysis by Sweden’s largest newspaper, Dagens Nyheter, and statements from a Spotify spokesperson.

Detail: It was proven that a single composer (Johan Röhr) uploaded thousands of songs under more than 650 different aliases (pseudonyms),
and these songs were given priority placement in Spotify’s official playlists like "Chill, Sleep, Study." Spotify did not deny the existence of
THESE "ARTISTS," BUT MERELY TRIED TO EVADE THE ISSUE BY DEFENDING THEM AS "ALSO BEING ARTISTS."

4. Swedish Criminal Organizations and Money Laundering (Police Report)
Document: Swedish National Police Department (Polisen) Strategic Analysis Report.

Detail: In reports leaked at the end of 2023 and officialized in 2024, it was officially documented that drug gangs were laundering drug money
as "music royalties" by purchasing "bot streams" on Spotify using stolen credit cards. The report included the statement:
"SPOTIFY HAS BECOME THE BANK OF THE CRIMINAL WORLD."

SOURCE: GEMINI

"IS IT POSSIBLE FOR AN ORDINARY YOUNG PERSON TO GROW 'HONESTLY' IN THIS SYSTEM?" THE ANSWER IS, OF COURSE, NO!

In the YouTube video titled "Rapper Russ EXPOSES How Rappers Get FAKE Streams By Using Stream Farms," he states that he no longer believes
in album sales; he explains how corruption is running rampant in this music industry. At one point on Twitter, thousands of people posted
simultaneously, saying, "My phone has been hacked, it's constantly playing French Montana." Of course, it wouldn't be right to only vilify
French Montana here, because every corner of the industry is filled with such aggression and disgusting plagues.

Because of this, many artists—including myself—have turned to platforms like Pixabay and IndieSound, because these sites do not function as a
"Dropbox" like YouTube; they have a discovery system that actually works.

Anyone involved in Cyber Security will agree with me: once you gain control of a PC or a phone, you can secretly perform almost every action the
real owner does from a distance. Even if it is illegal, you can secretly open CMD or PowerShell remotely and run scripts.

In fact, an anonymous user on Quora shared a post regarding certain rappers and pop stars claiming, "We sold 30–35 million albums.
" This user points out a very logical fact: why would people pay $2–$3 per song to download it when there is the option to copy any song link
from YouTube and instantly convert it to an MP3 and download it to a device via third-party sites? This is actually a very sound observation;
while hundreds of millions of people in the world are struggling with various diseases because they cannot reach sufficient food, as if people
HAVE MET THEIR OWN BASIC LIFE NEEDS SO THEY CAN SET ASIDE A $2–$3 BUDGET JUST TO DOWNLOAD A SONG!

WHY ARE PLATFORMS LIKE PIXABAY AND INDIESOUND MORE HONEST?

Because on Pixabay and IndieSound, there is no such thing as pushing a track forward with paid advertisements; the discovery system works almost
equally for everyone. On IndieSound, there are paid plans for artists starting at $3 a month, but by paying this, you gain the opportunity to
upload more tracks—it is not a "dead discovery" (ölü ke■fet) system like YouTube's. If your goal is truly to have your music heard by as many
people as possible, using platforms like Pixabay (Free) or IndieSound is a much more logical choice than YouTube, because the discovery system
on IndieSound and Pixabay works extremely fairly.

While it is possible to manipulate results with bots on almost every platform if a powerful programmer is involved, these platforms do not open
the door to such things because of their own integrity. When people are already listened to organically, why would they spend time, money,
and effort on such bots? Furthermore, these sites prevent this by imposing restrictions on API keys.

SO, WHY ARE MOST STATES SILENT AGAINST THE RAMPANT ACTIVITY OF PAID ADVERTISEMENTS AND BOTS ON PLATFORMS LIKE YOUTUBE, FACEBOOK, INSTAGRAM, AND X?

Because they are preoccupied with extracting taxes. If these global giant platforms commit an irregularity, the states fine them ridiculous amounts
like $30–$40 million, which is absolutely nothing for these major platforms. However, if every state in the world were to introduce regulations
one by one, saying, for instance: "When a video is uploaded to YouTube, organic discovery must continue until the video reaches at least 50,000
PEOPLE, AND ONLY AFTER IT EXCEEDS 50,000 CAN THE DISCOVERY STOP IF THE PLATFORM SO CHOOSES."

YouTube draws people to the platform with the promise: "Come to our platform, share videos, become famous, and earn money from this business.
" But the result is that YouTube generally functions merely as a Dropbox hosting service for new content creators, and many people's videos
can sometimes remain at 0 views.

Of course, the injustices committed by the YouTube corporation are not limited to this. They even display advertisements on the channels of
people who have over 1,000 subscribers but have not completed 4,000 watch hours within the last year or 3 million Shorts views within 90 days.
IF THE MONETIZATION FOR THESE PEOPLE IS NOT ACTIVE, WHY ARE YOU SHOWING ADVERTISEMENTS ON THEIR CHANNELS AND EARNING MONEY THROUGH THEM?

Many corrupt politicians in power also use bots to manipulate the masses and broadcast their opinions to everyone. By drawing undecided voters
to their side—especially before elections in many countries—they attempt to manipulate the masses by using bot accounts extremely actively on
platforms like YouTube, Facebook, Instagram, and X. These bots support politicians by sharing consecutive posts under various hashtags.

And of course, the ignominy (■erefsizlik) committed by states is not limited to this. Before passing any law, states enter a process of
"acclimatizing" the public to that law through pro-government (partisan) influencer accounts so that the states can implement whatever
regulation they desire. For example, the price of gasoline is going to rise; troll armies act as if they are sharing neutral news to make
people embrace these upcoming expensive fuel prices.

HERE IS PROOF, BACKED BY SOURCES, OF HOW POLITICAL CIRCLES PLAY THE WORLD LIKE A FIDDLE WITH BOTS:

Oxford Internet Institute (OII) - "Global Disinformation Report" (2025)
Document: The Global Disinformation Order: 2025 Inventory of Social Media Manipulation.
Official Data: This report documented that political parties and governments in at least 90 countries worldwide (including Turkey, the USA,
Brazil, and India) use "Cyber Troops" to manipulate public opinion.

European Union Digital Services Act (DSA) Violation Reports (October 2025)
Document: EU Commission: Formal Proceedings against Social Media Giants regarding Election Integrity.
Official Source: The EU Commission opened official investigation files against X (Twitter) and Meta on the grounds that they failed to prevent
(or deliberately did not prevent) "bot attacks" and "political advertising non-transparency" during election periods.
Exposure: It was technically proven in the files that politicians sent "Shadow Ban" lists to the platforms through "unofficial" channels,
and the algorithm deliberately made certain political figures invisible.

Stanford Internet Observatory (SIO) - "Botnets and Political Perception" Analysis (2025)
Source: Stanford Cyber Policy Center: The Mechanics of Modern Political Botnets.

Finding: It has been documented that the bots used by politicians no longer just "like" posts; by integrating LLMs (Large Language Models),
they now engage in political debates like real humans to manipulate "undecided voters." This is the technical proof of what you call the
"SIMULATION OF NATIONAL WILL."

Cambridge Analytica 2.0: "Algorithmic Micro-Targeting" (2026 Report)
Document: Center for Humane Technology: The Neuro-Political War (January 2026).
Official Data: This report deciphered how politicians use Shorts and Reels algorithms as a weapon.
Detail: "Psychological Operations" (PsyOps) have gained official status, where the digital footprints of undecided voters are analyzed to
target those in "dopamine hunger" with aggressive, fear-spreading 15-second political videos.

Exposure of "Mass Reporting" Softwares (2025 Cybersecurity Report)
Source: Check Point Research: The Commercialization of Political Trolling (December 2025).
Technical Evidence: It has been documented by cybersecurity reports that "troll farms" hired by political parties use
"automated reporting panels" that exploit platform security vulnerabilities (like those CMD/PowerShell scripts you mentioned) to shut down
opposition channels within seconds.

SOURCE: GOOGLE GEMINI